



The Perseverance Club.

By JAMES ALBERT WALES.

The subject of organizing a baseball team was thoroughly discussed at one of the weekly meetings of the Perseverance Club early in the spring. Will Stratford was elected manager of the team, and it was decided to defer the election of a captain till later.

"In my opinion," said Will, addressing the meeting, "there would be more interest in the team if we organized a league and had championship games. I would suggest forming a league with the Rangers, the Golden Knights, and the Invincibles, of Glendale."

"Leave out the Invincibles," said Tom Barry. They can beat any team around here under sixteen, and you know they didn't lose a game last season."

"Just listen to me!" replied Will, with deep feeling. "One of our principles is not to be afraid of anything, and if we go into this league with the determination to win neither the Invincibles nor any other team is going to stop us."

Will's spirit was heartily applauded. It was voted that a committee of three should confer with the officers of the

cured permission for the Perseverance Club to use the grounds.

The first league game was three weeks away, and the boys had regular practice every afternoon and Saturday mornings. At first every member of the club appeared at practice, anxious for a place on the team. After the first few days of practice the club unanimously elected Jack Henderson captain of the team, for he had easily proved himself the best all around player and most conscientious trainer.

Captain Henderson saw that a coach was needed to bring out the best points of every player. He visited Stuart Foster, a young Riverside lawyer, who had been graduated from Trinity College the year before and while in college had been captain of the baseball team during the senior year. Mr. Foster was interested in the club's success, so he agreed to coach the team from 4 to 5 on Mondays, Wednesdays, and Fridays.

"Take it easy at first," he said to the pitchers. "If you use too much strength at the very start you will go lame and

hinge the coach called the players in and explained a few principles of fielding.

"Some of you hold your hands in the wrong position when catching a ball. Instead of holding the wrists together and spreading out the hands, which often results in breaking a finger or two, you should hold the fingers together and the hands parallel, side to side, like this"—and he illustrated the point by holding his hands in the manner shown in the drawing.

"When fielding a grounder, or pickup, keep the heels together and the feet at right angles, to prevent the ball from getting by you. When picking up the ball always reach for it with both hands, so as to be sure of getting it. We shall finish the practice today by a half-mile run, four times around the field. This will develop the lungs and staying powers."

On the following days the boys improved greatly in their playing. Although Mr. Foster could not always attend practice, his suggestions were carefully followed out. On stormy days the boys went through light practice in the clubhouse. After practice every day they repaired to the house, changed their clothes and had a shower-bath and rubdown.

Captain Henderson was soon able to choose his team. He selected nine regular players and four substitutes to compose the squad. Mr. Foster gave special instructions to each player regarding his own position and took great care with the pitching staff.

The day of the opening game arrived. Wilbur Wheatley's posters brought a large crowd, some 500 in all, at 25 cents each, which netted \$125 to each club. The Perseverance players appeared in navy uniforms, similar to those used by the indoor baseball team. They batted in the following order:

Ticknor, ss.; Sayles, rf.; Olmstead, 2b.; O'Brien, 3b.; Wheatley, lf.; Graham, lb.; Hanford, cf.; Henderson, c.; Rogers, p.

The Invincibles looked upon the game as an assured victory for themselves. Their crack pitcher, Dick Ives, was in the box, and he had not lost a game for nearly two years. After both teams had practiced for fifteen minutes the Invincibles came to the bat.

Perseverance made a good impression by putting out the first three batsmen in order, and added to the good effect by scoring a run in the latter half of the inning on a single by Rex and Roub's three-base hit.

Dick Ives braced up after this, and did not allow a man to reach second till the ninth inning. In the meanwhile Roy Rogers was knocked out of the box in the fifth inning, having given three bases on balls and made a wild pitch. Roub changed positions with him. The score was now 4 to 1 in favor of the visitors. The Invincibles scored twice in the seventh, on errors by the Perseverance infield. When the home team came up for the latter half of the ninth the score was still 6 to 1. Graham and Hanford went out on grounders, but Henderson and Rogers made safe hits. Rex got a base on balls, making three on base, and Roub came to the bat amid loud cheers from the Perseverance supporters. He sent a long drive far out into left field, and the crowd rose to their feet as one man, thinking it a safe hit. To everyone's surprise, however, the left fielder leaped into the air and pulled the ball down with one hand. The batsman was out, the game was over, and the score was still 6 to 1.

Word was received later in the day that the Golden Knights had beaten the Rangers 13 to 12, so the Golden Knights and Invincibles were accordingly tied for the leadership of the league.

The Perseverance team practiced and trained harder than ever after their defeat, and on the following Saturday they went to Park Heights and played the Han-

base hits, struck out fourteen men and gave but five bases on balls, four of them in the last inning, when he got rattled and let down. Perseverance batted hard and consistently, securing a well-earned victory. The story of the game is best told in the tabulated score:

GOLDEN KNIGHTS.									
	AB.	R.	HR.	PO.	A.	E.			
Wright, 2b.	4	0	0	2	1	2			
Weston, cf.	4	0	1	0	1	0			
Robinson, lb.	4	0	0	12	0	1			
Saukin, 3b.	4	0	0	2	0	2			
Jones, lf.	3	1	0	3	0	0			
Hughes, rf.	3	0	0	0	0	0			
V. Voot, ss.	2	0	2	1	0	0			
Miller, c.	2	0	0	4	1	0			
Sands, p.	3	0	0	0	1	1			
Totals	31	1	3	24	13	7			

PERSEVERANCE.									
	AB.	R.	HR.	PO.	A.	E.			
Ticknor, ss.	5	2	3	0	6	1			
Sayles, rf.	4	1	3	0	0	0			
Olmstead, 2b.	5	0	1	1	2	1			
O'Brien, 3b.	5	1	2	1	0	0			
Wheatley, lf.	5	1	1	2	0	0			
Graham, lb.	2	1	0	8	0	0			
Hanford, cf.	4	0	3	1	0	0			
Henderson, c.	4	3	4	14	1	0			
Rogers, p.	3	0	2	0	0	0			
Totals	47	9	19	27	9	2			

Runs by innings: Perseverance Club.....0 0 2 1 0 4 2 0 0 5 Golden Knights.....0 0 0 0 0 0 0 1 1

The Little Puritan boy walked through

A Wonderful Little Lad.

the grassy lanes instead of streets. He drove the cows to pasture on the common. Washington Street is the old crooked cowpath. There was a high beacon on Beacon Hill. The boys liked to coast down Beacon Hill in winter.

"An Indian was the postman who carried letters from town to town. The people traveled by stage. The only ships were sailing vessels. Because the people of Boston loved the sea, it grew to be a big city. There are 500,000 people in Boston now."

"The Boston boy of 1899 rides in steam and electric cars and carries telegraph and telephone messages. Steamboats cross the ocean in a week. There was not land enough for all the people, so more land was made in the harbor. The old town dock is part of the subway now. The little Puritan boy would find everything changed except the common."

"I am very glad that the little Puritan boy came across the sea from England to live in Boston in 1630, but I would rather be the boy of 1899."

Tom wrote this composition in Braille point characters during his play hours. When that part of the work was done he set himself about making his illustrations. They consisted of the old stagecoach of 1630 and the electric overhead trolley

car of 1899; a sailing vessel, the beacon on Beacon Hill, and the windmill on Copp's Hill, which he cut out of white paper and pasted upon black cardboard. The unique feature of Tom's illustrations were that they were all made out of straight lines, and yet any person could instantly tell what they were intended for.

anyone imagines this would be an easy task, let him blindfold himself and try to cut out of stiff white paper an old stagecoach pulled by a horse, and a trolley car, with its overhead electric wire and its track to run on. The windmill, sailing vessels and beacon light look easier, but they would be hard enough, goodness knows, with one's eyes shut.

The commencement exercises took place in the Boston Theater, before an immense audience, and when it came Tom's turn to read his composition, this is the way it was done. He passed the "reading finger" of one hand over the raised characters and, with the other hand, spelled it out in the manual or deaf-mute alphabet to an interpreter, which interpreter repeated the story of the "Two Boston Boys" to the assembled audience. At the right time Tom held up the illustrations he had made. The table upon which his manuscript rested has been made by his own hands. None of the pupils that day got longer or bolder applause than deaf, dumb and blind Tommy Stringer.

Vacation Trips--A Recess Game

All the recess games that we are printing are intended to do three things--first, to amuse you; second, to help your studies, or at least to refresh your memory; and third, to teach you to think quickly and to answer promptly. The third object is perhaps the most important, for quick thought and readiness of expression will be of immense service to you as you grow older.

This game, like the others, has been made up specially for the boys and girls, and is now printed for the first time. There may be any number of players, but we will suppose there are twelve, not counting the leader. He, by the way, should be selected at least a day ahead, so that he may prepare himself for properly conducting it, or if he is a bright scholar perhaps he may get along nicely without any preparation.

He takes his stand in front of the players and tells them that he is going to send each of them on a little journey during the coming vacation. As he considers it very important that all boys and girls should be well informed about their own country, all the journeys will be made here, and not abroad.

He will send the twelve players to twelve States, each to a different State, of course, and the only return he will ask is that each traveler shall bring back with him a small part of the principal products of the State he visits.

For instance, he begins by saying to the player at the head of the line to his right: "John, I am going to send you to the State of Maine this vacation; what will you bring me when you come back?"

If John is ready he will promptly answer: "I will bring you some lumber and a box of spruce gum." But if he cannot give an answer the question goes to the next player, and so on, until someone has given a satisfactory answer.

Then the leader says to player number two: "Edith, I am going to send you to the State of Louisiana; what will you bring me?" Edith promptly answers: "I will bring you some cane sugar and a live pelican."

Number three is to be sent to the State of Kentucky, and he promises to bring back a "fine horse and a sack of corn." Number four will bring from Mississippi a "little bale of cotton," number five will bring from Montana "some specimens of ores and a big blizzard," number six, from California, "a nugget of gold and a basket of luscious fruits," and so on, until enough States have been visited to give each player a trip.

This game will be right in line with your studies, and you may give it an element of fun by winding up each answer with a humorous allusion. For example, you may add to the products of the State of Maine "a big bear," and to those of Montana "an old-time cowboy," and others in the same way.



Left on bases--Perseverance, 6; Golden Knights, 9. First base on errors--Perseverance, 2. Two-base hits--Wheatley and Henderson. Three-base hits--Sayles and Ticknor. Home run--Henderson. Struck out--By Rogers, 14; by Sands, 2. Bases on balls--Off Rogers, 5; off Sands, 4. Double plays--Ticknor to Olmstead to Graham (2). Passed balls--Miller. Sacrifice hit--Graham. Umpire--Mr. Foster. Time of game--One hour and thirty minutes.

Tom Barry, the club scorer, kept a full score of every game in the form given above, and sent an account to the Riverside papers every week.

It was supposed that the Invincibles had trounced the Rangers, and thereby had secured the championship and silk pennant. However, we can imagine how



gers. The boys played in the same order as on the preceding Saturday, except that Harry Hanford pitched, and Roy and Roub played center and right field, respectively.

Both teams scored one run in the opening inning; then neither scored till the sixth, when Perseverance got two more. In the seventh the Rangers got a tally, but Charley Olmstead's three-bagger drove in three runs for the visitors, making the score 6 to 2. The final score was 10 to 2 in favor of Perseverance. The Invincibles, however, beat the Golden Knights 22 to 1, so the league standing was now as follows:

	Won.	Lost.	Per cent.
Invincibles	2	0	1,000
Golden Knights	1	1	500
Perseverance Club	1	1	500
Rangers	0	2	000

On May 10 the final games in the schedule were played. The Perseverance boys tried conclusions with their old rivals, the Golden Knights, at Riverside, and the Invincibles played the Rangers at Glendale, hoping to win the league championship by a third victory.

Roy Rogers pitched against the Knights and his work was of a high order. During the nine innings he allowed only three

much surprise there was when the news came that the Rangers, by a grand uphill fight, had managed to win out, taking advantage of the fact that Dick Ives had had an off day and could not control the ball. The score was 9 to 8.

This was an unlooked for state of affairs. Perseverance and the Invincibles had each won two games and lost one, while the Rangers and Golden Knights were also tied, each with one game won and two lost.

Delegates from the four clubs met in the Perseverance clubhouse Tuesday afternoon and decided that the Invincible and Perseverance teams should play a deciding game for the championship, at Glendale, Saturday, May 17.

The final game between the leading clubs went down into local history as the most exciting of the season. Lack of space forbids describing it this week, but if you look for the next tale in the series you will learn how the rival teams fought it out, and which of the two finally won the championship and pennant of the Amateur Baseball League.



A portable boat should be made of pine or white wood boards, free from knots and weather checks, and three-quarters of an inch thick.

The two sides should be one foot wide and eight feet long, if you are intending

to build a boat to carry one person, and ten feet if you are to carry two.

After you have cut your boards the proper length, place a mark fourteen inches from the end on each side of the board (see figure) which you intend to be

the bottom. Draw a line from that mark to the corner of the other side. Do this on both ends of the boards, which will, when sawed, give you the shape of the bow and the stern.

Smooth the ends of the boards with a small plane.

Your boat should be sixteen inches wide inside, so the next operation is to cut out enough short pieces of boards seventeen and one-half inches long to go across the ends and bottom.

Be very particular that these are free from knots.

Take some white lead and smear the edges of the sides on which you are to nail the bottom boards. These should be nailed with wire nails, driving each board closely to its neighbor.

The last board on each end should be beveled to receive the pieces which are to cover the ends. This end should be white leaded also.

Buy a few cents' worth of oakum, or cotton wick will do if the oakum is not obtainable. Take a blunt-headed cold chisel and with a wooden mallet drive the oakum into the cracks between the boards on the bottom.

Do not caulk between the edge and the bottom.

For the wheel use an old wheelbarrow

wheel, which should be fastened between two pieces of wood two by three inches and long enough to let the wheel clear the edge of the boat during its transit by land.

A half-inch hole bored in each stick will take the axle of an ordinary wheel.

Have the blacksmith make you four iron shaped like drawing and large enough to let the pieces which run from your wheel slip in and out easily. Fasten the irons with three-eighths bolts, 1 1/2 inches long.

Use a double or single bladed paddle. Paint with three coats of paint.

You will find this boat a very handy thing to use, particularly if you live some distance from the river or lake and do not like to leave it to the mercy of malicious persons. It is also convenient to use on a river which has rapid or shallow spots, for one can easily trundle the boat around them.

Showing how to transport the boat.

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A Careless Artist Puzzle Picture.



CAN OUR LITTLE READERS TELL WHAT IS WRONG WITH THIS PICTURE?

SHOWING HOW TO TRANSPORT THE BOAT.